WHITEHEAD'S AUCTION BRIDGE FOR BEGINNERS

WILBUR C. WHITEHEAD

WHITEHEAD'S AUCTION BRIDGE FOR BEGINNERS

BOOKS BY THE SAME AUTHOR

WHITEHEAD'S COMPLETE AUCTION BRIDGE

AUCTION BRIDGE STANDARDS

AUCTION BRIDGE SUMMARY

AUTHORITATIVE LEADS AND CONVENTIONS OF PLAY

Wilbur C. White Lord

WHITEHEAD'S AUCTION BRIDGE FOR BEGINNERS

BY
WILBUR C. WHITEHEAD

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FOREWORD

The remarkable spread of Auction in recent months among many who have never really played before has caused a great demand for authoritative short texts. The ideal short book must be both understandable to the beginner and interesting to the advanced player. The present work is an attempt to reach this ideal by a compromise between the somewhat detailed explanations found in "Complete Auction Bridge" and the skeleton of rules contained in "Auction Bridge Summary."

The system of bidding set forth in this book is fundamentally unchanged from that explained by me seven years ago in "Auction Bridge Standards." Only a change here and there has been caused by recent experience and research. The system has worked with as remarkable success at Contract as at Auction, and the more severe tests of this new game have only served to illustrate the essential soundness of the rules advocated.

In the preparation of this book I have referred not only to my "Complete Auction Bridge," "Auction Bridge Standards," "Auction Bridge Summary," and "Authoritative Leads and Conventions of Play," but also to my "Studio Lessons by Mail," through the courtesy of the John H. Smith Publishing Corporation, of 30 Ferry Street, New York.

The material in Chapter I, and the table of Probable Trick Values on page 58, are from "Studio Lessons by Mail." The table of Contract Bridge Scoring, on pages 111-113, is reprinted by permission of *Auction Bridge Magazine* and the John H. Smith Publishing Corporation.

Of those who have actively assisted me in the compilation of this work, chief credit is due the following:

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WILBUR C. WHITEHEAD.

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WHITEHEAD'S AUCTION BRIDGE FOR BEGINNERS

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Chapter I

AUCTION BRIDGE

A Brief Outline of its Mechanical Features

PLAY

1. Auction Bridge is played by four players, two playing as partners against the other two, as partners. A partnership or pair is termed a side.

CARDS

2. Two packs of fifty-two cards each, of different color or design on backs, are employed. Each pack contains four suits, namely, Spades, Hearts, Diamonds, and Clubs; and each suit, thirteen cards, namely, Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2; ranking in the order named.

DRAWING FOR PARTNERS

3. Partners are chosen by drawing cards from a shuffled pack, spread face downwards on the table. The highest two play against the lowest two. If two or more cards of the same denomination are drawn, such as two or more Aces, the Spade is highest, the Heart next, Diamond next, and Club lowest.

CHOICE OF CARDS AND SEATS

4. The player drawing the highest card deals first and has the choice of seats and cards. The player drawing the third highest has the choice of the two remaining seats. Partners sit opposite each other. Once seats and cards are selected they must be retained during the term of the partnership determined by the first drawing.

SHUFFLING

5. The pack selected by Dealer must be shuffled by the player on the Dealer's left; who after shuffling, must pass it to the Dealer, who has the right to shuffle last. The other pack, termed the still pack, must be shuffled by Dealer's partner;

who, after shuffling, must place it at his right in readiness for the next dealer.

CUTTING

6. Before dealing, the Dealer must pass his pack to the player on his right, who must cut (divide) it into two portions, placing the top portion towards the Dealer, who must complete the cut by placing the lower portion on top. Neither portion shall be of less than four cards.

DEALING

7. In dealing, the fifty-two cards must be dealt one at a time and in regular order to left, commencing with the player on the Dealer's left.

THE AUCTION

8. After dealing, each player in turn to left, commencing with the Dealer, must make some Declaration, a pass being classed as a Declaration. The bidding ends when three players in succession have passed. If all four players pass, the deal is passed out and the next dealer deals with the still pack.

THE DECLARATIONS

9. The Declarations are the four suit bids, No Trump, pass, double and redouble. The four suit bids and No Trump rank according to their trick values: No Trump, highest; Spades, next; Hearts, next; Diamonds, next; and Clubs lowest. Declarations that have no trick value, namely: the pass, double, or redouble, have no rank.

ODD TRICKS

10. Only odd tricks are bid or scored. A trick consists of the four cards played to a round of play, one card contributed by each player. The first six tricks won by the side winning the bid are termed its "book" and do not count. (To illustrate: a bid of one is an offer to contract to win seven tricks, or one "odd" trick. The word "odd" is dropped in the bidding.) A bid of more than seven is void and subject to penalty.

ODD TRICK VALUES

No Trump,	each	odd	trick	10 points
Spades,	"	"	"	9 "
Hearts,	"	"	"	8 "
Diamonds,	"	"	"	7 "
Clubs,	"	"	"	6 "

Doubling doubles, and redoubling quadruples, these trick values.

TO OVERCALL AN ADVERSE BID

11. To overbid a declaration with one of higher rank, a player need name but the same number of odd tricks; to overbid a declaration with one of lower rank, he must name a greater number. For example, but one Heart need be bid to overcall one Diamond or one Club; whereas, two Hearts must be bid to overcall one Spade or one No Trump.

TO OVERCALL AN ADVERSE DOUBLE

12. The same number of tricks that will overcall a declaration not doubled, is also sufficient to overcall it if doubled, or redoubled. (To illustrate: Dealer, one Heart; Second Hand, double; Third Hand, redouble; Fourth Hand, one Spade.)

DECLARER AND DUMMY

13. After the bidding ends, the player who first named for his side the winning bid becomes the Declarer; and his partner, who after the

initial lead must spread his cards face upwards on the table, the Dummy. The Declarer plays both his own hand and the Dummy hand, and has the sole right for his side to exact any and all penalties that may arise in the course of play.

HONOR VALUES

14. Suit honors are the Ace, King, Queen, Jack and Ten of the trump suit; No Trump honors, the four Aces. Honors are scored by the side holding them, whether held by Declarer and partner or by their adversaries. One or two honors held by a side are not counted, only three or more.

TRUMP HONORS

3 honors in one hand, or between the two	30
4 honors between the two hands	40
5 honors between the two hands	50
4 honors in one hand	80
5 honors, four in one hand, fifth in partner's	90
5 honors in one hand	100

NO TRUMP HONORS

3 honors in one hand, or between the two hands	30
4 honors between the two hands	40
4 honors in one hand	100

SLAMS

15. The side (either side) that wins twelve of the thirteen tricks scores 50 points for a Small Slam; and for winning all thirteen, 100 points for a Grand Slam.

THE CONTRACT

16. The number of odd tricks named in the final bid becomes the contract assumed by the winning side. The previous bidding may be asked at any time before the close of bidding; afterwards, only the contract may be asked, and whether undoubled, doubled, or redoubled.

GAME AND RUBBER GAME

17. The side first scoring 30 or more trick points in one or more hands, wins a game; and the side first winning two games is the winner of

the rubber game, which carries a bonus of 250 points.

SCORING

18. Only the Declarer may score in trick-score for odd tricks won, and then only provided he fulfil his contract.

If Declarer fulfil an undoubled contract, he scores in trick-score, for all odd tricks won; and, in honor-score, any honor, bonus, or penalty points to which he may be entitled.

If Declarer fulfil a doubled or redoubled contract, he scores in trick-score, the doubled or redoubled value of all odd tricks won; and, in honor-score (in addition to any other points to which he may be entitled): *If doubled,* 50 points for making contract, and 50 points for each trick over contract. *If redoubled,* 100 points for making contract, and 100 points for each trick over contract.

If Declarer fail to fulfil contract, adversaries score, in honor score, 50 points for each trick the contract fails; *if doubled,* 100 points; and *if redoubled,* 200 points. Declarer may score only for honors if held; or for any bonus or penalty points to which he may be entitled. (If De-

clarer bid for seven tricks and make but six, he may score 50 points for a Small Slam.)

When the rubber is ended, the points scored by each side are totalled and the lesser sum deducted from the greater. The difference represents the number of points won by the winning pair and lost by the losing pair. To illustrate:

RUBBER No. 1

WE	THEY
Smith *Jones*	*White* *Black*
250	
30	30
30	
40	
32	
	36
27	10
24	
433	76
76	
357	

RUBBER No. 2

WE	THEY
Smith *White*	*Jones* *Black*
250	
30	
40	
	30
36	20
30	
386	50
50	
336	

If more than one rubber is to be played so that the partnerships are subject to change (as shown above), then an "individual" score must be kept in order that the net result of each rubber may be properly posted to the individual credit (+) of the winners and debit (—) of the losers. In so doing, it is customary to post the results in round numbers, taking the nearest 100: 50 or more points counting as 100, and 49 or less as nothing. So posted, the individual standing of the four players, after the two rubbers shown above, would be: Smith, plus 7(00) points; Jones, plus 1(00); White, minus 1(00); and Black, minus 7(00) as here shown:

Rubber	1		2			
Points	4		3			
Players	+	—	+	—	+	—
Smith	4		7			
Jones	4		1			
White		4		1		
Black		4		7		

COMPLETE AND INCOMPLETE RUBBER

Following the finish of each rubber, the players draw anew for partners, choice of seats and cards.

If, in starting a rubber, it is agreed that play shall terminate at a specified time, and at the expiration of the agreed time, the rubber is not finished, the score is made up as it stands, and the side (or sides) having won a game, if any, scores a bonus of 125 points. In such a case, however, a hand already started must be played out.

Chapter II

CARD VALUATION

Inasmuch as the requirements for all initial bids in Auction Bridge are expressed in high card quantities, the *first* step towards sound partnership bidding is an exact knowledge of the relative trick value of high cards, such as Aces, Kings and Queens, both separately and in their various combinations; and the *second,* an exact knowledge of the precise number of these high card values that must be held to bid initially.

The Quick Trick is the basis of modern high card valuation. A Quick Trick is a high honor, such as the Ace, or a high honor combination, such as the King-Queen (K Q), that can normally be relied upon to produce at least one trick regardless of what the final bid may be.

Some high honors, however, such as guarded Kings (K x)—("x" stands for any card below a 10)—or guarded Queens (Q x x) are valued as but fractional tricks, while some honor combinations, such as the Ace-King, are normally

worth more than one trick. The following table gives these various values:

HIGH CARD (Quick Trick) VALUES

A K Q or A K Q J..	2½	A Q or A Q x.....	1¼
A K J or A K J 10..	2¼	A J or A 10 x.....	1
A K or A K 10.....	2	K Q	1
A Q J or A Q J 10..	2	K J 10	¾
A Q 10 or A J 10....	1½	K J x or K x.....	½
K Q J or K Q J 10..	1½	Q J 10 or Q J x.....	½
K Q 10	1¼	Q x x	¼

When played against an adverse trump suit, the third round of a suit will average to be trumped one-half of the time and therefore is accorded but one-half of its Quick Trick possibilities. As the fourth round will average to be trumped practically all of the time, it is accorded no Quick Trick value. Nor have unguarded honors, such as a singleton King (K) or a Queen but once guarded, (Q x) any Quick Trick value.

Chapter III

ORIGINAL BIDS

Success in Auction Bridge is largely due to effective partnership bidding and play, so the first objective for two partners is, or should be, to arrive at the best declaration contained in the combined hands of the partnership. Therefore, every initial bid is designed to serve as a means to this end, and not as an individual attempt to play the hand at the declaration initially named.

There are two basic minimum requirements for an original bid of one:

First, the holding of at least 2 Quick Tricks in support of a possible take-out bid by partner, or of a double by him of an adverse bid.

Second, at least 4 probable tricks (inclusive of the 2 Quick Tricks) in case the bid initially made becomes the final declaration.

This first requirement—of *at least* 2 Quick Tricks—is determined by the facts: (a) that this

number represents a player's full quota (one-fourth part) of the total number of high card tricks that will average to be held around the table; and (b) that nineteen out of twenty original suit bids of one are taken out—that is, over-called—by partner or by the opponents. Therefore, lacking 2 Quick Tricks, a player should not bid originally, regardless of the length of suit held.

The second requirement—of *at least* 4 probable tricks (inclusive of 2 Quick Tricks)—is determined as follows:

In all there are thirteen tricks to be accounted for. Dividing these among four players would give each player an average holding of three and a fraction tricks. Not three sure tricks, such as three Aces, but three tricks of some kind or several kinds, which, when referred to as a whole, are termed *probable* tricks.

Taking this "average expectancy" of "three probable tricks" in the hand of partner as determinative of the number of probable tricks required for an initial bid of one, it is evident (since a bid of one is an offer to contract to win, *with the assistance of partner's cards,* seven

tricks) that the initial bidder requires at least four probable tricks in his own hand.

These basic minimums, however, have reference only to original bids by Dealer or by Second Hand. By an *original bid* is meant the first or opening bid of a deal. Original bids by Third and Fourth Hands require, and therefore show partner, a somewhat stronger holding in both Quick and probable tricks, as may be seen by the following table:

Original One Bid	Probable Tricks	Quick Tricks
	Shows at Least	
Dealer shows	at least 4 inclusive	of at least 2
Second Hand "	" " 4	" " " 2
Third Hand "	" " 5	" " " 2½ to 3
Fourth Hand "	" " 6	" " " 3 to 3½

Chapter IV

ORIGINAL SUIT BIDS

An original suit bid shows two things: First, that the suit bid is one of four or more cards; and, second, that the hand contains at least 2 Quick Tricks if the bid is made by Dealer or Second Hand, and more than 2 Quick Tricks if made by Third or Fourth Hand.

Five or More Card Suits

Dealer, to bid one originally requires:

(a) 2 Quick Tricks, if both, or at least one, are in the suit bid.

One Spade	*One Spade*
♠ A K 8 6 2	♠ K Q 8 6 2
♥ 4 3	♥ 4 3
♦ 10 5 2	♦ A 10 5
♣ 7 6 4	♣ 7 6 4

(b) 2½ Quick Tricks, if holding but ½ Quick Trick in the suit bid and 2 Quick Tricks in two or more side suits.

One Spade

♠KJ654 ♥A98 ♦A43 ♣J9

(c) 3 Quick Tricks, if holding less than ½ Quick Trick in the suit bid and 3 Quick Tricks in two or more side suits.

One Spade

♠J10542 ♥109 ♦AK6 ♣A84

Second Hand, same requirements as for Dealer.

Second Hand, however, should not pass what might be a doubtful original bid by Dealer because of the danger of a game hand being passed out owing to the higher requirements for an original bid by Fourth Hand, the partner.

Third Hand, to bid one of a suit originally requires:

(a) 2½ Quick Tricks if distributed in three or more suits.

One Heart

♠K7 ♥AJ432 ♦A86 ♣974

(b) 3 Quick Tricks if massed in two suits.

One Heart

♠A7 ♥AK432 ♦1086 ♣974

Fourth Hand, to bid one of a suit originally requires:

(a) 3 Quick Tricks if distributed in three or more suits.

One Diamond

♠102 ♥A74 ♦AQ1072 ♣K32

(b) 3½ Quick Tricks if massed in two suits.

One Diamond

♠102 ♥AK4 ♦AQ1072 ♣J32

Chapter V

ORIGINAL NO TRUMP BIDS

The opening bid of a No Trump usually shows a fairly evenly divided hand, probably containing no suit of more than four or five cards, and with the high card strength distributed among three or four suits. The opening bid of a No Trump may also be made with the high card values in only two suits as outlined below:

Dealer, to bid one No Trump originally requires:

(a) 2 Quick Tricks with three suits stopped. (A stopper is an Ace or any sufficiently guarded honor, such as K x, Q x x, or J x x x.)

One No Trump

♠A 10 2 ♥6 5 4 2 ♦K J 3 ♣K 9 8

(b) 4 Quick Tricks with but two suits stopped.

One No Trump

♠10 8 2 ♥A K 9 ♦A Q J ♣9 7 4 3

Second Hand, same requirements as Dealer.

(See Note regarding Second Hand requirements for original suit bids.)

Third Hand, to bid one No Trump originally requires:

(a) 2½ Quick Tricks with three suits stopped.

One No Trump

♠A 10 2 ♥K 5 4 2 ♦A J 3 ♣10 9 8

(b) 4¼ Quick Tricks with but two suits stopped.

One No Trump

♠10 8 2 ♥A K J ♦A Q J ♣9 7 4 3

Fourth Hand, to bid one No Trump originally requires:

(a) 3 Quick Tricks with three suits stopped.

One No Trump

♠A 10 2 ♥K Q 4 2 ♦A J 3 ♣10 9 8

(b) 4½ Quick Tricks with but two suits stopped.

One No Trump

♠10 8 2 ♥A K Q ♦A Q J ♣9 7 4 3

The type of hand with which a No Trump should be bid in preference to a suit, when holding four or more Quick Tricks in two suits, is one in which the two suits are of three or less cards. If one of these two suits is of four cards, it should be bid in preference to a No Trump.

Chapter VI

FOUR-CARD SUIT BIDS

Every four-card suit bid is made for one of two purposes: to *give* information or to *seek* information. Such bids are therefore distinguished as "Informatory" and "Introductory."

The Informatory four-card suit bid is made with a hand which contains slightly better than 2 Quick Tricks and in which the suit offers the only sound bid.

The Introductory four-card suit bid is made with a hand which contains a choice between two or more suit bids, or between a suit and a No Trump bid.

The following table gives the minimum Quick Trick requirements for:

ORIGINAL INFORMATORY FOUR-CARD SUIT BIDS

With Values in but One or Two Suits

Suit Bid	*Side Quick Tricks Required*		
	By Dealer or Second Hand	By Third Hand	By Fourth Hand
A K Q x (2½)	0	1	1
A K J x (2¼)	½	¾ to	1¼ to 1½
A K x x (2)	½	1	1½
A Q J x (2)	½ to 1	1 to 1¼	1½
A Q 10 x (1½)	¾ to 1	1¼ to 1½	2
K Q J x (1½)	¾ to 1	1¼ to 1½	2
A J 10 x (1½)	¾ to 1	1¼ to 1½	2
K Q 10 x (1¼)	1	1½ to 2	2 to 2¼
A Q x x (1¼)	1	1½ to 2	2 to 2¼
A J x x (1)	1¼	2	2½
K Q x x (1)	1¼	2	2½

Third and Fourth Hand four-card suit bids may be made with slightly less high card strength than five-card suit bids because of their increased defensive value.

Chapter VII

DISTRIBUTION IN BIDDING

Original Introductory Four-Card Suit Bids

So far only one of the two basic elements of bidding has been discussed in detail. The other basic element, *distribution,* or in other words, the precise division of the suits in a hand of thirteen cards, plays a vital part in hands that offer a choice between two or more sound bids.

As previously said, introductory four-card suit bids are made with hands offering a choice between two or more suit bids, or between a suit and a No Trump, the bidder's object being to encourage further bidding by opponents as well as by partner, in order to obtain all possible information as to the location of any strength which might be favorable or unfavorable to his further bidding.

With Semi-Two-Suit Hands

Holding a four-card suit, headed by at least an Ace–Jack or a King–Queen, and a five-card

suit that lacks the high card strength required for its original bid, an introductory bid of the four-card suit may be made with but the minimum Quick Trick requirements, 2 for Dealer and Second Hand, 2½ to 3 for Third Hand, and 3 to 3½ for Fourth Hand.

One Diamond	*One Heart*
♠ 9 2	♠ K J 9 5 3
♥ Q J 10 6 2	♥ K Q J 8
♦ A Q 10 4	♦ 6 4 3
♣ 6 3	♣ 9

In the above examples, the five-card suit should be subsequently bid, if possible, even though partner assist the first bid. The object in bidding the four-card suit prior to the five-card suit may be to show where the main strength of the hand is located; or to show a suit that could not be safely called on the second round of bidding; or to avoid an original bid of a suit containing less than 1 Quick Trick in top honors; or for all of these reasons.

In connection with the above, however, it should be borne in mind that while perfectly sound to bid a four-card suit originally if holding a secondary suit, it would be courting disaster to call

the second suit without regard to the top strength or length which would warrant its bid on the second round: for example, the subsequent bid of three Diamonds with the following type of hand:

♠ A K J 3 ♥ 2 ♦ Q 10 4 3 2 ♣ 9 6 4

With No Trump Hands

Many hands that are sound opening No Trump bids likewise offer a possible introductory four-card suit bid, provided the suit is at least as strong as K Q x x or A J x x. Four-card suits *weaker* than this should not be bid without compensating Quick Trick strength considerably beyond the minimum requirements, together with a distributional reason for their bids; as, for example, the introductory bid of one Diamond instead of an immediate No Trump with the following type of hand:

♠ K J 10 4 ♥ K J 6 3 ♦ A 10 8 4 ♣ A

Introductory Five or More Card Suit Bids

The advisability of making an introductory suit bid of five or more cards instead of a No Trump frequently arises. In this situation the choice is usually determined by the following generally accepted rules:

Rule 1. Bid an introductory suit in place of an immediate No Trump with hands containing a weak doubleton, a singleton or void of a suit, as this does not preclude a subsequent No Trump bid if partner shows protection in the weak suit. For example:

1 *Diamond*	1 *Heart*
♠ 9 3	♠ A K 9
♥ A K 5	♥ J 10 9 4 3 2
♦ Q J 9 3 2	♦ 10
♣ K 8 7	♣ A 7 6

Rule 2. Bid an introductory suit in place of an immediate No Trump with hands containing a secondary five-card suit bid.

One Club

♠ K Q ♥ A ♦ K J 9 8 6 ♣ A K J 4 3

Chapter VIII

TWO-SUITERS

A "two-suiter" is a hand that contains two suits of five or more cards each. Such a hand is classed as abnormal in distribution and the bidder should be governed by the following rules:

Rule 1. Never bid No Trump originally with a two-suited hand. (Except possibly holding all four Aces.)

Hands of this type are usually good for at least three tricks more at their best suit bid (the one partner can best support) than at No Trump.

Rule 2. As between two suits both sound original bids, bid the higher ranking suit first, irrespective, as a rule, of greater high card strength or one card greater length of the lower ranking suit.

One of the outstanding principles of play is that the weaker of two suits of equal

length is preferable as the trump suit, and the stronger preferable as the side suit.

One Spade	*One Spade*
♠ A Q 9 4 3	♠ A Q 9 8 6
♥ A K 6 4 3 2	♥ A K Q J 9
♦ 5	♦ 7 2
♣ 6	♣ 4

Rule 3. As between two suits, only one of which is a sound original bid, show the original bid first, regardless usually of the greater length or higher rank of the second suit.

One Diamond	*One Club*
♠ 6 2	♠ K J 10 9 6 4
♥ Q J 10 7 4 2	♥ 5
♦ A K 10 5 3	♦ 9
♣ –	♣ A K J 3 2

Rule 4. If partner fails (or is not given an opportunity) to assist the suit first bid, show second suit provided its strength or length warrants the bid.

Dealer having bid one Spade originally, holding

♠A Q 7 5 4 ♥A K Q 3 2 ♦9 6 ♣7

following a pass by Second and Third Hand, and a bid of two Clubs by Fourth Hand, should now show second suit by bidding two Hearts.

Rule 5. Should partner assist suit first bid, do not show second suit except when (a) holding an original Minor and a secondary Major suit bid; or (b) holding a longer and stronger lower ranking suit that may offer a better chance for game.

This is particularly essential when the hand is a semi-two-suiter, *i.e.*, the first suit shown one of but four cards.

(a) Dealer having bid one Diamond originally, holding

♠973 ♥KJ1064 ♦AKJ7 ♣8

Second Hand, two Clubs; Third Hand, two Diamonds; Fourth Hand, pass; Dealer should now show second suit by bidding two Hearts.

(b) Dealer having bid one Heart originally, holding

♠9 ♥AQ107 ♦832 ♣AKJ98

Second Hand, one Spade; Third Hand, two Hearts; Fourth Hand, pass; Dealer should now show second suit by bidding three Clubs.

Rule 6. Should partner bid No Trump over suit first bid, show second suit.

Dealer having bid one Spade originally, holding

♠A J 9 5 4 ♥9 3 ♦A Q J 6 4 ♣8

and partner bid one No Trump; Dealer should now show second suit by bidding two Diamonds.

Rule 7. Should partner take out suit first bid with another suit, show second suit only in case unable or unwilling to leave in the suit bid by partner.

Dealer having bid one Spade originally, holding

♠A K J 9 3 ♥9 5 ♦A Q 10 7 3 ♣5

and partner bid two Hearts; Dealer should then show second suit by bidding three Diamonds.

Dealer having bid one Spade originally, holding

♠A K J 8 ♥9 5 4 ♦A Q 10 7 3 ♣5

and partner bid two Hearts; Dealer should pass, as he is both able and willing to support the Heart bid by partner.

Chapter IX

PRE-EMPTIVE BIDS

A pre-emptive bid is any bid of a greater number of tricks than necessary either to bid originally or to overcall a previous bid; and its object is to shut out, if possible, adverse bids which might result in the opponents uncovering a game-going declaration for their side.

Properly employed, a pre-emptive bid should indicate the probability of game with but average support from partner; or, lacking such support, that the resultant loss, if any, will be amply compensated by the game thus saved.

Inasmuch as the primary object of a pre-emptive bid is to shut out adverse bidding, and more particularly adverse suit indications, it is evident that when a suit or suits have been previously indicated by opponents, the pre-emptive bid is of little or no value except for informatory purposes; the sound occasion for which seldom occurs.

When the adverse bid is a No Trump, a pre-emptive overcall follows closely the evident purpose of such bid, that is, to shut out if possible a suit bid by partner of the No Trump bidder, which might enable them to arrive at a game bid; consequently pre-emptive overcalls in this situation are not only admissible but should be made whenever able to bid four in a Major suit or five in a Minor, not otherwise. Half-way measures here are of little or no avail.

Pre-emptive bids should be confined to suit bids. Original pre-emptive No Trump bids are seldom indulged in by advanced players, and never to advertise 100 Aces.

A pre-emptive suit bid should be made only with an abnormal hand having great length and strength in a single suit; and, inasmuch as the object of such a bid is to prevent opponents from finding the strength of their combined hands, it must necessarily be a bid of at least three in a Major or of four in a Minor suit.

Furthermore, the hand must be of such a character that the suit so bid offers the best chance for game regardless of partner's holding in that suit. Therefore, the least length and strength of

the suit that will answer this requirement is seven cards headed by the Ace–King, Ace–Queen–Jack or King–Queen–Jack.

Granted, first, that the long suit contains the required top strength, and, second, that the hand is of such character as to warrant a pre-emptive bid rather than an initial bid of one: three should be bid pre-emptively with a seven-card Major suit; four with an eight-card Major or Minor suit, and five with a nine-card Minor suit.

Original Three Bids in Major Suits

Three Spades	*Three Hearts*
♠ A K J 9 7 4 3	♠ 9
♥ 7	♥ K Q J 9 5 4 2
♦ J 5 3	♦ J 8 6
♣ 4 2	♣ 9 5

Original Four Bids in Major or Minor Suits

Four Spades	*Four Diamonds*
♠ A Q J 9 8 6 4 2	♠ 9 4
♥ 7 5	♥ 9 6 3
♦ 10	♦ A K 10 9 7 6 4 3
♣ 9 2	♣ –

Original Five Bids in Minor Suits

Five Diamonds	*Five Clubs*
♠ 9	♠ –
♥ 7 5	♥ –
♦ A K Q J 9 8 5 3 2	♦ A 9 7 4
♣ 10	♣ K Q J 9 7 6 5 4 2

Pre-emptive two bids in a Major or Minor, or three bids in a Minor, merely operate to shut out adverse bidding when the opponents have nothing worthwhile to say, and are not game hands with but average support from partner. Therefore, such bids fail in the essential characteristics which mark the sound pre-emptive bid.

Chapter X

DEFENSIVE BIDS

A defensive bid is the first or opening bid made by the opponents of the original bidder. In this situation, a player is frequently forced to bid a trick more than the hand is intrinsically worth. This overbid is not unsound. If left in, a loss of one or possibly two tricks (less honors held) usually results in a profit, because had the opponents been permitted to play the hand, it is quite possible that they would score for tricks and honors a greater number of points than the net loss incurred by the forced overbid.

In order that a defensive bid may be of some constructive use (in case partner desires to bid a suit or a No Trump, or to double an adverse bid), it requires at least 1½ Quick Tricks, the "average expectancy" of high card strength.

With Five or More Card Suits:

Minimum requirement:

(a) 1½ Quick Tricks with at least ½ Quick Trick in the suit bid.

One Spade	*One Spade*	*One Spade*
♠AQ1053	♠AJ743	♠KJ854
♥862	♥K52	♥72
♦9632	♦98	♦A63
♣7	♣754	♣986

(b) 2 Quick Tricks, with less than ½ Quick Trick in the suit bid.

One Spade

♠J107542 ♥A63 ♦A76 ♣9

With Four-card Suits:

Defensive four-card suit bids may be made with the same requirements as for original four-card suit bids, when but *one* is needed to overcall the previous bid. When a bid of more than one is needed, the hand should contain at least ½ Quick Trick more.

With No Trump:

A defensive No Trump bid requires:

(a) 2 Quick Tricks with three suits stopped—at least two stoppers in suit bid by opponent.

One No Trump (over adverse bid of one Spade)

♠K J 7 ♥10 5 4 ♦A J 7 6 ♣K 10 9

(b) 2½ Quick Tricks with three suits stopped if holding but one stopper in suit bid by opponent.

One No Trump (over adverse bid of one Spade)

♠K 5 3 ♥10 5 4 ♦A Q 7 6 ♣K J 10

Chapter XI

SECONDARY SUIT BIDS

A secondary bid is one made on the second or some subsequent round of the bidding by a player who has passed the opportunity to make such bid on the first round.

When a secondary bid is made, it shows a suit that may be capable, from its length, of producing many long card tricks, but is lacking in the Quick Tricks necessary for a first-round bid.

Thus, while a primary or first-round suit bid shows minimum Quick Trick strength upon which partner is justified in basing a suit or a No Trump bid, or a double of an adverse bid, a *secondary* suit bid does not necessarily show any high card strength on which partner would be justified in basing any bid other than an assisting bid.

The following example hands illustrate what is meant by secondary bids:

♠ Q 10 8 6 4 3 2	♠ J 3
♥ 3	♥ K J 10 4 3 2
♦ 10 6 3	♦ K 8 6
♣ 7 5	♣ 10 7

♠ A 6
♥ 8 4
♦ J 10 8 7 6 5 2
♣ 9 3

It must be borne in mind, however, that a secondary bid should only be made when there exists a reasonable probability of making the contract or when the loss, if any, that may be incurred in preventing opponents from obtaining the contract, will be within justifiable limitations. (See Chapter XVII.)

Chapter XII

THE DOUBLES

There are three doubles in Auction, each of which has a distinct meaning. The rule governing these doubles is as follows:

1. **The Negative (or Informatory) Double.** Any double of an adverse suit bid of ONE or TWO, or of an adverse No Trump bid of ONE, provided made at FIRST OPPORTUNITY to make a double, and BEFORE partner has bid or doubled, is a NEGATIVE DOUBLE, meant to deny the bid doubled and to invite a bid by partner.

Also

(a) If, having doubled negatively at first opportunity, and failing response from partner because of an intervening bid, player again doubles, such subsequent double or doubles are still NEGATIVE, provided the bid subsequently doubled is not more than three of a suit or more than one No Trump.

(b) If, having bid originally, player doubles an adverse overcall at first opportunity, such double is NEGATIVE provided the bid doubled is not more than three of a suit or more than one No Trump, and partner of doubler has not bid or doubled.

2. **The Optional Double.** If player doubles at first opportunity an adverse suit bid of three; or, having doubled negatively a suit bid of less than three, he subsequently doubles a suit bid of four, such immediate double of three or subsequent double of four is OPTIONAL, in the sense that doubler while reasonably certain of defeating the bid doubled, would prefer a possible game-going take-out by partner to a leave-in of the double.

3. **The Positive (or Business) Double.** Any immediate double of a suit bid of four or more, or any subsequent double of five or more; or any double of a No Trump bid of two or more whether immediate or subsequent; or any double NOT made at first opportunity or made AFTER partner has bid or doubled, is a POSITIVE DOUBLE meant to defeat the bid doubled and NOT to invite a bid by partner.

The Negative Double shows that doubler is prepared to support any bid by partner other

than the one doubled; or, if not, that doubler is calling for a particular bid, failing which, he is prepared to make a declaration of his own. The first type is called a "normal" double, the second a "strategic" double.

The Normal Suit Double requires a minimum of 2 to 2½ Quick Tricks held in three suits plus the ability to support any suit but the one doubled.

The Normal No Trump Double requires a minimum of 2½ to 3 Quick Tricks in three suits with the ability to support any bid by partner.

The Strategic Double obviously has considerably greater high card strength, as it includes not only support for a bid made by partner, but also a sound alternate suit bid.

In deciding whether to double or to make an immediate suit or No Trump bid, the following points should be considered:

1. Do not as a rule double an opponent's suit bid when holding but three or less cards in one or both of the Major suits, and two or more stoppers in suit bid by the opponents. Always bear in mind that a negative double is an invitation to partner

to bid a Major suit, which if of but four cards requires more than normal support in that suit in the doubler's hand. Therefore, unless prepared for a possible weak four-card Major suit bid by partner, it is better to bid the No Trump at once.

2. Do not make a strategic double, instead of bidding own suit, unless both desirous and well able to support some particular response by partner which, if made, suggests a better chance for going game than would the call of own suit.

The following hands illustrate sound negative doubles of one Heart.

Normal	*Strategic*
♠ K 10 4 2	♠ Q 10 9 7
♥ 3	♥ 5
♦ K J 8 6	♦ A K J 6 4 2
♣ A 10 4 3	♣ A 7

The following are not good negative doubles of one Heart,

♠ A 9 4	♠ A 3
♥ K J 10	♥ 6 4 3 2
♦ K Q 10 6	♦ K Q 9 7 5
♣ Q 8 4	♣ K 10

and consequently the first should be bid one No Trump, and the second two Diamonds.

Chapter XIII

THE RESPONSE TO A NEGATIVE (or Informatory) DOUBLE

If the intervening opponent pass, the partner of the doubler is required to bid, except when the strength held, together with that shown by doubler, warrants the presumption that the bid doubled may be defeated for a larger gain than would probably be made by a take-out.

The partner *must* bid unless reasonably sure that the bid doubled can be defeated. Weakness is *never* an excuse for passing.

When a No Trump is Doubled, partner should:

(a) If holding two Major suits (by suits is meant always one of at least four cards): (1) Bid the higher ranking of the two Major suits of equal length; and (2) the longer of unequal length.

Two Spades	*Two Hearts*
♠ J 9 6 4	♠ K J 9 8
♥ K J 9 8	♥ J 9 6 4 2
♦ 9 6 2	♦ 9 6
♣ 8 6	♣ 8 6

(b) If holding two Minor suits: (1) Bid the stronger of two Minor suits of equal length; and (2) the longer of two of unequal length.

Two Clubs	*Two Diamonds*
♠ 8 6	♠ 8 6
♥ 9 6 2	♥ 9 6
♦ J 9 6 4	♦ J 9 6 4 2
♣ K J 9 8	♣ K J 9 8

(c) If holding a Major and a Minor suit: (1) Bid the Major suit in preference to a stronger Minor suit; or (2) to a stronger and longer Minor suit.

Two Spades	*Two Spades*
♠ 10 9 6 3	♠ 10 9 6 3
♥ 4 3	♥ 4 3
♦ A Q 10 4	♦ A K J 6 5
♣ 6 3 2	♣ 6 2

When a Suit Bid is Doubled, partner should:

(a) If holding a Major suit and a possible No Trump: Bid the Major suit in preference

to No Trump even though holding a stopper or stoppers in the suit doubled. For example, assuming the suit doubled to be Hearts:

One Spade	*One Spade*
♠ J 8 6 3	♠ J 8 6 3
♥ K 5	♥ K J 6
♦ K J 4	♦ K J 4
♣ Q 10 9 2	♣ Q 10 9

(b) If holding a Minor suit and a possible No Trump: (1) Bid the Minor suit if holding but one stopper in the suit doubled, and average or less high-card strength; (2) No Trump, if holding two stoppers. For example, assuming the suit doubled to be Hearts:

(1)	(2)
Two Clubs	*One No Trump*
♠ K 10 4	♠ K 6
♥ K 6	♥ K J 4
♦ J 10 4 3	♦ J 10 4 3
♣ Q 10 8 2	♣ Q 10 8 2

(c) If only suit of four or more cards is the suit doubled: (1) Bid the strongest three-card suit, preferably a Minor, unless (2) holding a possible stopper in the suit doubled, in which case a No Trump should

be bid. For example, assuming the suit doubled to be Hearts:

(1)	(2)
Two Diamonds	*One No Trump*
♠ J 7 2	♠ 10 7 3
♥ 8 7 4 2	♥ Q 5 4 2
♦ J 5 4	♦ J 5 4
♣ 10 6 4	♣ 10 6 4

If the intervening opponent bids, the partner of doubler is no longer obligated to bid; therefore, any bid in this situation must be regarded as showing strength greater than the doubler could reasonably expect.

Chapter XIV

TO ASSIST A NORMAL SUIT HAND

Partnership bidding with mutually supporting hands is based upon the probable trick strength held at the particular declaration agreed upon.

Since Dealer, to bid one, need hold but four probable tricks, and since a bid of two by partner would be an offer to contract to win eight tricks, it follows that partner, in order to assist—*i.e.*, to raise Dealer's bid of one to two—*must also hold four probable tricks;* and for each subsequent assist an additional probable trick.

In connection with the appended table for valuing the assisting hand in support of a suit bid, *it should be understood that if partner holds but two or less small cards of the suit named he is expected to deny suit, if able* (except, necessarily, when more than one has been bid originally or when the suit has been re-bid without hearing from partner).

PROBABLE TRICK VALUES

In Valuing the Assisting Hand

	Probable Tricks
Suit Bid by Partner.	
Ace, King or Queen with one or more cards of suit: Each honor counts..	1
Four or more cards headed by Jack or lower: Count worth.....	1
With four or more headed by either Ace, King or Queen: Count *only* the honor	1
Side Suits. (See Note.)	
Ace–King (A K) count combination worth	4
Ace–Queen (A Q) count combination worth	2½
Ace (A) count worth.....	2
King–Queen (K Q) count combination worth	2
King guarded (K x) worth.....	1

Ability (sufficient trump length) **to Ruff.**

Void Suit (First, second and third round)	2½
Singleton (Second and third round).	1½
Doubleton (Third round)	½

NOTE: *In support of a suit bid:* The first and second round high card values are doubled. Third round high card values are not counted except in trump suit. *In support of a No Trump bid:* All high card values, first, second and third round are doubled.

In support of an abnormal suit hand: When partner has made a pre-emptive suit bid, or has bid two suits, only the single value of high cards is counted.

To assist an original suit bid of one by Dealer or by Second Hand, or to assist a defensive suit bid of one or two, requires four supporting tricks.

To assist an original suit bid of one by Third or Fourth Hand requires but three probable tricks.

Holding three probable tricks, two assists may be given, if necessary, for a Fourth Hand original bid. No *immediate* assist may be given if holding but two probable tricks; as with but two probable tricks partner does not hold the average expectancy of support.

Chapter XV

TO RE-ASSIST OR RE-BID A NORMAL SUIT

The moment two partners are in accord as to the best bid of their combined hands, they are no longer concerned with Quick Tricks, but only with the number of probable tricks which the combined hands will normally win if played at the bid mutually agreed upon.

Probable trick values, therefore, are the basis of all assists, re-assists and re-bids, and a thorough knowledge of these values are indispensable to one who aims to become a good player.

The method of determining the probable trick value of the *assisting hand* is clearly shown in the previous chapter. As to the *initial hand,* the probable trick values are of two types: (a) *probable high card values,* and (b) *probable low card values.*

(a) The probable trick value of high cards is identical with their Quick Trick value *except that*

no allowance is made for the probability of the third round of a suit being trumped one-half of the time; for example, while the Quick Trick value of an A K Q is 2½, its probable trick value is 3.

(b) The probable trick value of low cards is determined by the strength and length held in an established or establishable suit.

An "established" suit is one that contains all the commanding high honors, or a sufficient number of them to exhaust the cards of that suit held by the opponents. An "establishable" suit is one that does not contain all the commanding honors but is of such length that when opponents' cards of that suit have been exhausted there will remain one or more small cards established as winners; these remaining small cards are termed "long cards" and represent probable low card tricks.

A four-card suit cannot be assumed to contain any long-card probable trick, whereas a five-card suit may be assumed to contain two long-card probable tricks, a six-card suit three, and a seven-card suit four.

Thus, the total number of tricks that any suit will average to produce is equal to the number

of its high card tricks plus the number of its long cards normally establishable.

Suit	*High Card Tricks*	*Long Card Tricks*	*Total*
♠ A K 6 4 2	2	2	4
♥ K Q J 9 6	2	2	4
♦ A 10 9 8 6 4	1	3	4
♣ A K Q 6	3	0	3

To bid one in a suit originally, Dealer or Second Hand requires four probable tricks; therefore to raise such bid of one to two, partner also requires four probable tricks. Keeping these minimum requirements clearly in mind, it follows that whenever an initial bid has been made *and has been assisted,* the initial bidder can re-bid once for each probable trick he holds in excess of four; also that partner can re-assist once for each probable trick over four.

To re-bid, *without hearing from partner,* Dealer requires for each such re-bid two more probable tricks than were required for the previous bid; to assist a re-bid made without hearing from partner requires three probable tricks and but two

small cards of suit; to assist a second such re-bid requires but two probable tricks and but one small card of suit; and to assist a third such re-bid, but one probable trick and but one or possibly no card of suit.

PROBABLE TRICK VALUES

In Valuing the Initial Hand

The following table will be found of great assistance in determining the probable trick value of the initial hand. Practically any given hand of thirteen cards may be valued at its best bid with the aid of this table. For example, by reference thereto the following hand will be found to contain 7 probable tricks with Spades as trump:

♠K J 10 8 4 (3½) ♥A J 10 3 (2)
♦K J 10 (1½) ♣2

No attempt need be made to memorize the table. A fair working knowledge of the probable trick value of the various suit combinations can be obtained merely by such occasional references as may be necessary when in doubt. The footnote at the end of the table will explain the meaning of the plus (+) values.

Five-Card Suits	*Four-Card*	*Three-Card*	*Two-Card*
AKQJx (5)	AKQJ (4)		
AKQ10x(5)	AKQ10 (3½)	AKQ (3)	
AKQxx (5)	AKQx (3 +)		
AKJ10x (4½)	AKJ10 (3½)	AKJ (2½)	AK (2)
AKJxx (4½)	AKJx (2½+)		
AK10xx (4 +)	AK10x (2 ++)	AK10 (2 +)	
AKxxx (4)	AKxx (2 +)	AKx (2)	
AQJ10x (4½)	AQJ10 (3½)	AQJ (2½)	
AQJxx (4½)	AQJx (2½+)		
AQ10xx (4)	AQ10x (2 +)	AQ10 (2)	
AQxxx (3½)	AQxx (1½+)	AQx (1½)	AQ (1½)
AJ10xx (3½++)	AJ10x (2)	AJ10 (1½++)	
AJxxx (3 ++)	AJxx (1½+)	AJx (1 ++)	AJ (1 +)
A10xxx (3 +)	A10xx (1 ++)	A10x (1 +)	A10 (1 +)
Axxxx (3)	Axxx (1 +)	Axx (1)	Ax (1)

KQJ10x (4)	KQJ10 (3)	KQJ (2)	KQ (1)
KQJxx (4)	KQJx (2½+)		
KQ10xx (3½++)	KQ10x (2 ++)	KQ10 (1½++)	
KQxxx (3½)	KQxx (1½+)	KQx (1½)	
KJ10xx (3½)	KJ10x (1½++)	KJ10 (1½)	KJ (½+)
KJxxx (3)	KJxx (1 ++)	KJx (1)	
K10xxx (2½+)	K10xx (½++)	K10x (½+)	K10 (½)
Kxxxx (2½)	Kxxx (½+)	Kxx (½)	Kx (½)
QJ10xx (3)	QJ10x (1½++)	QJ10 (1)	QJ (++)
QJxxx (3½++)	QJxx (1 +)	QJx (½++)	
Q10xxx (2½)	Q10xx (½+)	Q10x (½)	Q10 (++)
Qxxxx (2 ++)	Qxxx (½)	Qxx (++)	Qx (+)
J10xxx (2 ++)	J10xx (½)	J10x (++)	J10 (+)
Jxxxx (2 +)	Jxxx (++)	Jxx (+)	Jx (+)
10xxxx (2)	10xxx (+)	10xx ( )	10x ( )
xxxxx (2)	xxxx (+)	xxx ( )	xx ( )

Basis of Valuation of Five-card Suits. Average trick value assuming partner to hold three cards of suit and the outstanding five to be split 3—2 between the opponents. *Of Suits of Less than Five Cards:* Average trick value assuming normal distribution of outstanding cards. *Of Suits of More than Five Cards:* Add one probable trick for each card over five.

NOTE: High intermediates, such as Jacks and Tens, singleton Kings, and Queens but once guarded, as well as the long cards of four-card suits are plus values in a hand. These plus values, on the average, are worth ⅕ of a trick each. Consequently three plus values may be considered the equivalent of ½ a probable trick and five plus values of 1 probable trick. The presence or absence of plus values in a hand frequently decides close questions of bidding.

Chapter XVI

TO ASSIST A NO TRUMP HAND

To compute the value of an assisting hand at No Trump, all that is required is to double its Quick Trick values. In a No Trump declaration there is no other rule to determine the probable trick value, not only of the assisting hand, but also of the initial hand when it contains no suit of greater length than four cards.

An assist of a No Trump that has been adversely overcalled by a suit necessarily requires, and shows, at least one sure stopper in that suit.

The exception to this is, of course, when the No Trump bidder has bid or re-bid the No Trump over such adverse suit call.

The minimum number of probable tricks required to assist a No Trump bid or its re-bid is exactly the same as is required to assist a suit bid. (See the table on page 36.)

Before assisting a No Trump bid, the advis-

ability of a business double should always be considered. The top strength required for a sound assist, together with that required for the No Trump bid, is as a rule sufficient to defeat an adverse overcall under normal conditions.

In this situation, the decision as to whether to double positively the adverse overcall, or to go on with the No Trump, is determined by whether or not the probable penalty points which may be obtained will be greater than the advantage or concrete value of a game. For example, intervening opponent having bid two Spades over partner's original No Trump bid, player should:

Bid Two No Trumps	*Double (positively)*
♠ A 7 5	♠ K 10 9 4
♥ 9 7	♥ K 5 3
♦ A Q J 6 5	♦ A Q 3
♣ J 7 6	♣ 9 5 2

Chapter XVII

TO ASSIST AN ABNORMAL SUIT HAND

When the Declarer shows an abnormal hand either by making a pre-emptive bid or by bidding two suits, the rules heretofore given for valuing the assisting hand, and also the number of probable tricks required for an assist, are modified as follows:

First: The high card values in the assisting hand are *not* doubled in determining their probable trick value in support of a "two-suiter" or a "pre-emptive" bid.

Second: The number of probable tricks required to assist a two-suiter or a pre-emptive bid *is constant.* Regardless of the number of tricks bid by the initial hand, but *two* tricks are needed to assist a two-suiter and but *three* to assist a pre-emptive bid.

Third: The ability to ruff the third round of either one of the two suits bid by the initial hand is accorded the value of a full trick in the assisting hand.

To Assist a Two-Suiter

For example, *Dealer having bid one Spade and subsequently two Hearts,* partner can give one raise for Hearts with each of the following hands:

♠ 6 4	(1)	♠ 9 6 3		♠ 9 4 3	
♥ 9 7 5 2	(1)	♥ Q 3 2	(1)	♥ 8 4 3	
♦ 8 6 5		♦ A 5 3	(1)	♦ A K 7 6	(2)
♣ 9 8 5 3		♣ 7 6 4 2		♣ 9 4 2	

In the first instance there is one probable trick for ability to ruff the third round of Spades, and one for holding four cards of the trump suit.

In the second instance there is one for holding the Queen of the trump suit, and one for the single value of the Diamond Ace.

In the third instance there are two for the single values of the Ace and King of Diamonds

To Assist a Pre-emptive Bid

For example, *Dealer having bid three Hearts,* partner can give one raise with each of the following hands:

♠ K Q 7	(1)	♠ A 7 5	(1)
♥ 5 3		♥ 6 5	
♦ A 9 6 4	(1)	♦ A K 10 8 4	(2)
♣ A 7 5 2	(1)	♣ 9 8 5	

In the first instance, taking the single value of the King and Queen of Spades, one; Ace of Diamonds, one; and Ace of Clubs, one.

In the second instance, taking the single value of the Ace–King of Diamonds, two; and Ace of Spades, one.

Chapter XVIII

TAKE-OUT BIDS

When the partner of the initial bidder is either unable or unwilling to assist that particular bid, and is able to make a bid of his own, such bid is termed a "take-out."

Inasmuch as the bid which may appear to offer the best chance for game, or for contract, in the thirteen cards of one hand is frequently not the best bid in the twenty-six held by the partnership, it follows that the intent of the take-out must be either (a) to deny normal assistance for the bid initially made, or (b) to better its game-going value, or (c) *to do both.*

The latter would be the case when the initial bidder has called a Minor suit and the partner, holding but two small cards of that suit, is able both to deny normal assistance for the initial bid and also to improve the chance for going game by taking out with a Major suit or a No Trump.

Take-out of Suit Bid

If holding two or less small cards of suit:

Holding but two small cards of the suit bid initially, partner can have no positive assurance that the partnership holds a majority of the cards of that suit, as the initial bid may have been made on a four-card suit. Consequently, to be assured of holding a majority of the cards of what may prove to be the trump suit, partner should hold at least three cards therein.

Moreover, even though the initial bidder should hold five cards of the suit, and the partner has but two, the probabilities are two to one against finding the six remaining cards of the suit split three and three between the opponents.

Thus, regardless of whether the suit initially bid is one of four or of five cards, partner when holding two or less small cards of that suit should:

1. Take out with a Major suit if holding as good as a defensive bid or its approximate equivalent.
2. Or, lacking a sound Major suit bid, take out with No Trump if holding 1½ Quick Tricks in two suits other than the one initially named.

3. Or, lacking a sound Major suit or No Trump bid, take out with a Minor suit if holding as good as a defensive bid or its equivalent.

NOTE 1. *To Take-out with a Suit.* The normal minimum high card requirement for a take-out (1½ Quick Tricks) may be shaded when the take-out suit is longer than five cards, or when the initial bid is made by Third or Fourth Hand.

NOTE 2. *To Take-out with a No Trump.* The greatest help in deciding whether a hand offers a justifiable take-out is mentally to place in the assisting hand the Ace and King of the suit initially bid. If, with these two cards, the hand constitutes a No Trump bid, then a No Trump is the correct take-out, regardless of the fact that the hand without these two cards may not measure up to 1½ Quick Tricks.

Sound judgment, however, is always needed in this latter situation, as the question of how the suits are distributed in the hand is always a determining factor in take-outs as well as in original bids.

If holding Ace x, King x, or Queen x of suit:

4. Take out an initial Minor suit bid as set forth in paragraphs 1, 2 and 3.

5. Take out an initial Major suit bid as set forth in paragraph 7 (following), but with this difference: with but two cards of suit, even though one is a high honor, a take-out should be made more freely, to provide for the possibility of the suit initially bid being one of but four cards.

If holding three cards of suit:

6. Take out an initial Minor suit bid as heretofore set forth in paragraphs 1, 2, 3, 4 *even though having three or more cards of that suit,* unless holding probability of game with suit as trump.

7. Take out an initial Major suit bid only when holding great strength and length in the other Major, or a sure game in hand with a Minor; or with No Trump when holding 100 Aces, or a double stopper in the three other suits, or, possibly, with the three other suits stopped and a 4-3-3-3 suit distribution of hand.

If holding four or more cards of suit:

8. Take out an initial Minor suit bid as outlined in paragraph 6.

9. Take out an initial Major suit bid only in rare instances when holding four or more cards in that suit. To justify a take-out under such conditions the partner must hold either extraordinary length in another suit, or 100 Aces, and in both instances a sure game.

For example, the first example hand below would justify a take-out with a Minor suit even though holding four or more cards of the Major suit initially bid (Spades); and the second, a take-out with a No Trump; in both instances on account of 100 honors, and with equal assurance of game.

♠ K Q 4 2	♠ A J 4 2
♥ 3	♥ A 9
♦ A K Q J 10 7 4 2	♦ A J 10 9
♣ –	♣ A K 8

Take-out of a No Trump Bid

The author has always been, and still is, strongly against a *weakness take-out* of a No Trump bid, or in other words, what is popularly known as the "rescue" bid. The system of take-outs advocated here allows no weakness inference to be drawn from either a Major or Minor suit take-out *on the first round of bidding.*

The various types of take-outs recommended are as follows:

1. Take-out with any five (or more) card Major suit as good as an original bid.
2. Take-out with any five (or more) Major or Minor suit as good as a defensive bid if holding a singleton or void of a suit.
3. Take-out with any six (or more) card Major suit however weak.
4. Take-out with any seven (or more) card Minor suit however weak.
5. Take-out with any two suited hand, by bidding the higher ranking suit first and subsequently, if necessary, the lower ranking suit; provided the strength and length of the suit first bid does not justify its re-bid.

From the foregoing it becomes clear that the inference to be drawn from a take-out of a No Trump is, that the take-out bidder either holds average (or better) high card assistance in case the initial No Trump bidder re-bids, or sufficient length in the take-out suit or in a second suit to warrant a second take-out.

The only exception to this is the take-out with a weak six-card Major suit, too weak possibly

to re-bid in case the initial bidder goes to two No Trumps.

The reason for advocating a take-out with a weak six-card Major suit, but not with a weak six-card Minor, is that a Major suit take-out is seldom overcalled with two No Trumps, whereas the contrary is the case with a Minor suit take-out; consequently a weak Minor suit take-out should not be made unless the suit is of sufficient length (seven or more cards) to warrant its re-bid if necessary.

There is no set rule regulating the precise amount of top strength required to take out with a two-suited hand. Much depends upon the length held in one or both suits. If neither suit is of greater length than five cards, some top strength (possibly) should be held in one or both. Any holding, however, that will warrant a second bid, either of the same or of another suit, cannot be classed as a weakness take-out.

Take-out with a Four-card Suit

Take-outs with four-card suits are rarely advisable, no matter their top strength, unless the hand contains a singleton or is void of a suit.

The fact that the strength held may justify an original bid of a four-card suit does not in itself qualify such suit as a take-out on the basis of being "as good as an original bid."

Chapter XIX

THE VALUE OF GAMES

Overbidding in order to prevent the opponents from scoring game is always justifiable provided the possible loss will not exceed the value of the game so saved. In order to overbid intelligently or to know when to double opponents rather than take a sure game, a player must be familiar with the following values:

Taking as a basis of calculation, 400 points as the value of the average rubber, together with the mathematical odds of 3 to 1 that side winning the first game will win the rubber, the approximate equivalents of going game, or saving game, are as follows:

Where Neither Side Has Scored a Game:

Either Side: If sure of winning first game, refuse as a rule to accept penalties (in lieu of game) of less than 300 points. And, if sure of losing first game, refuse as a rule to risk penalties (to save game) of more than 200 points.

Where But One Side Has Scored Game:

Side with Game Scored: If sure of winning rubber game, refuse as a rule to accept penalties (in lieu of game) of less than 200 points; and if sure of losing game, refuse as a rule to risk penalties (to save game) of more than 100 points.

Side with No Game Scored: If sure of winning game, accept as a rule penalties (in lieu of game) that will amount to 200 points and upwards; and if sure of losing rubber, refuse as a rule in this position to risk penalties (to save rubber) of more than 100 points.

Where Both Sides Have Scored Game:

Either Side: If sure of winning rubber, refuse as a rule to accept penalties (in lieu of rubber) of less than 400 points; and if sure of losing rubber, refuse as a rule to risk penalties (to save rubber) of more than 300 points—a "double" or "quits" proposition.

Where Neither Side Can Score Game:

Either Side: Refuse as a rule to risk penalties (to prevent opponents from scoring points less than game) of more than 50 points or possibly 100, if holding four or more honors in one hand.

Chapter XX

THE POSITIVE (or Business) DOUBLE

To decide when to overbid, when to bid for game, and when to double, is one of the most difficult problems in bidding. It is here that the average player loses literally thousands of points through poor judgment.

Practically speaking, a business double should be made only when the doubling side is reasonably certain, not only that the adverse contract can be defeated, but also that worthwhile penalties can be obtained.

This means that with no reasonable certainty of defeating the contract, a player should not double an adverse contract *merely* because such contract if made undoubled would go game; also, that players should not double even here unless the penalties to be obtained will be worth more (a) *with no sure game in hand* than the trick and honor points that might be scored at their own

bid; or (b) *with a sure game in hand,* worth more than such game.

Partner of Doubler:

When a player doubles positively an adverse bid, there is but one inference to be drawn, and that is, that the doubler regards the high card strength of his hand as better adapted to defeat the adverse bid than to promote advantageously any call which has already been made, or which is likely to be made by his side. Consequently, the partner of doubler should let the double stand unless the character of his own holding warrants the presumption, either that the double if left-in can be made, or that more can be gained by taking-out the double with a further bid.

Partner of Player Doubled:

When a player is doubled positively, the partner should not attempt a weak rescue, as it frequently happens that such a double is not only welcomed, but may possibly have been courted, by the initial bidder.

Chapter XXI

THE PLAY

In the play of a hand, just as in the bidding, there are certain rules of procedure, termed Conventions of Play, with which every player should be familiar.

The play of a hand—and by *hand* is meant all four hands—is divided and sub-divided as follows:

Offensive Play (by the Declarer)
(a) Of a No Trump Declaration.
(b) Of a Suit Declaration.

Defensive Play (by the Adversaries)
(a) Against a No Trump Declaration.
(b) Against a Suit Declaration.

As the Declarer has no partner to deceive by an unconventional lead or play, it follows that the so-called Conventions of Play have to do solely with the play of his adversaries, or, in other words, with Defensive Play.

DEFENSIVE PLAY

Of first importance in defensive play are the opening leads. What may be the correct suit, or card of suit, to open against a No Trump, may not be the correct opening against a suit declaration; and what may be the correct opening with no indication (bid) by partner, may not be the correct opening where partner has bid; the leads, therefore, divide and sub-divide as follows:

Opening Leads Against a No Trump Bid

(a) With no indication from partner (Blind Openings)

(b) Where partner has bid (Indicated Openings)

Opening Leads Against a Suit Bid

(a) With no indication from partner (Blind Openings)

(b) Where partner has bid (Indicated Openings)

Opening Leads Against a No Trump Bid; No Indication from Partner

In opening against a No Trump declaration, with no indication from partner, the rule is, to

open the longest suit, or the strongest of two or more of equal length.

This rule must not be departed from without good and sufficient reason—one that involves no unjustifiable deception of partner as to the length and strength of the suit led; and *negatively* no unjustifiable deception as to the length and strength held in a suit *not* led.

The lead of a three-card suit (except possibly the lead of the King from A K Q only, intending to shift the moment the Dummy is exposed) is one of the worst leads against a No Trump. A three-card suit is but the remainder of a longer suit, in respect to which, the chances are two to one *against* its being held by the partner of leader.

Consequently, the opening lead, whether that of an honor, or a low card, always indicates a suit of four or more cards—except the lead through a denied suit in Dummy, of which the leader *obviously* can hold but one or two cards. (For example, the lead through a Major suit bid by partner of Declarer and denied by Declarer—a lead that leader obviously would not have made if holding three cards of suit, and of which he obviously cannot hold four or more.)

The fact that leader's only suit of four or more

cards is one that has been adversely bid, rarely justifies the lead of a three-card suit. In this situation, leader should as a rule open the suit adversely bid. All rules, however, have their exceptions. No rule should be mechanically adhered to when common sense dictates that an exception should be made.

Honor Openings

The opening lead of an honor against a No Trump declaration shows three or more honors, *of which at least two are touching,* i. e., in sequence with the honor led. Honor combinations such as A 10 9; K 10 9; Q 10 9; Q J 9; J 10 8; etc., are deemed the approximate equivalent of three honor holdings.

One of the most important qualifications of a player as Declarer or as partner of leader, is to be able to visualize clearly the particular combination that must be held by the leader to warrant the lead of an honor. From the honor led, the cards of suit exposed in Dummy, together with those held in own hand, the Declarer, as well as the partner of leader, should be able to read which one of the following possible combinations is held by the leader.

The King Lead shows one of four combinations

A	K	Q	x	or	more
A	K	J	x	"	"
K	Q	J	x	"	"
K	Q	10	x	"	"

The Queen Lead shows one of three combinations

A	Q	J	x	or	more
Q	J	10	x	"	"
Q	J	9	x	"	"

The Jack Lead shows one of four combinations

A	J	10	x	or	more
K	J	10	x	"	"
J	10	9	x	"	"
J	10	8	x	"	"

The Ten Lead shows one of five combinations

A	K	10	9	or	more
A	10	9	8	"	"
A	Q	10	9	"	"
K	10	9	8	"	"
Q	10	9	8	"	"

The opening lead of an Ace against a No Trump declaration is an *imperative demand* for partner's highest card of suit, a demand with which partner is expected to comply unless to do so would establish a card of suit in Dummy. Therefore, solid suits, such as A K Q J, A K Q J 10, A K Q J x, A K Q x x x, etc., in which partner cannot hold an honor, the location of which the leader is anxious to uncover, are not opened with the Ace.

Commonly employed, the Ace lead shows a suit

lacking an intermediate honor, such as A K J x x. Consequently, whether or not the leader continues with suit depends upon whether the missing honor appears in Dummy, is played by partner, can be caught if held by Declarer, or is still protected in hand of Declarer. In the latter instance, the usual course is for leader to shift to another suit and await a lead through Declarer by partner.

Low Card Openings

Suits that do not admit of the opening lead of an honor are opened by the lead of the "fourth-best" card of suit. For example, the correct card to lead from A K 8 7 3 against a No Trump is the 7; from K Q 8 6 4, the 6; from A Q 6 5 3 2, the 5; from Q 10 8 4 2, the 4; from J 9 6 3, the 3, etc., always the fourth-best card of suit, assuming necessarily the suit opened to be one of four or more cards. (*See the Rule of the Fourth-Best, page* 93.

One of the most difficult things, seemingly, for the average player to grasp clearly is *when* and *when not* to underlead a high honor combination. The evident purpose in opening a suit against a No Trump is to establish the suit opened as quickly as possible, when the suit is not solid.

This object is best accomplished by losing at once any inevitable loser, retaining the high cards as re-entries to make the remaining cards of suit when so established.

The mistake commonly made by indifferent players is to lead out the Ace and King of a five or more card suit headed by these two honors, or to lead one of them and, upon second thought, to lead then a low card. The usual result of this is to kill all chance of the leader making any more than the two high cards of his suit, unless the leader holds a sure card of entry in a side suit.

For example, assume leader to hold, say, an A K 9 7 6 5 and to lead both high honors, or one of them and then a low card. Partner may be assumed to hold at best but two cards of suit. If both are thus removed, then partner, when in the lead, will have no card of suit to return. Whereas, if the leader but leads a low card of suit to start with, he loses the inevitable loser in the suit at once, and at the same time, leaves a card of that suit in hand of partner to return.

Just as it is mandatory to underlead certain high honor combinations against a No Trump, so it is mandatory *not* to underlead them against a

suit declaration, since to do so would risk the high honor or honors underled being trumped, a risk not incurred against a No Trump. The following short tabulation will serve to illustrate how high honor combinations that should be underled against a No Trump, should *not* be underled against a suit trump.

Top Strength of Suit	*Correct Card to Open*	
	Against a No Trump	Against a Suit Trump
A K 8 5 2	5	K
A Q J 6 4	Q	A
A J 10 7 3	J	A
A Q 10 7 2	7	A
K Q 9 6 3	6	K

TABLE OF OPENING LEADS AGAINST A NO TRUMP DECLARATION

Partner Having Bid No Suit

Where two leads are given, the second is the correct lead when the hand holds a sure re-entry such as a side Ace, or King–Queen.

The "x" where given as the correct lead, stands for the fourth-best card of suit.

Top Strength of Suit	*Correct Lead From*			
	4 Cards	5 Cards	6 Cards	7 Cards
A K Q J–A K Q x	K	K	K	K
A K Q 10–A K J 10–A K J x	K	A	A	A
A K 10 9	10	10	10/K	10/A
A K 10 x	x	x	x/K	x/K
A K x x	x	x	x	x/K
A Q J 10	Q	Q/A	Q/A	Q/A
A Q J x	Q	Q/A	Q/A	Q/A
A Q 10 9	10	10	10	10/A
A Q 10 x	x	x	x	x/A
A Q x x	x	x	x	x
A J 10 x	J	J	J	J
A J x x	x	x	x	x
A 10 9 x	x	10	10	10
A 10 x x	x	x	x	x
K Q J 10–K Q J x–K Q 10 x	K	K	K	K
K Q x x	x	x	x	K
K J 10 x	J	J	J	J
K J x x	x	x	x	x
K 10 9 x	x	10	10	10
K 10 x x–K x x x	x	x	x	x
Q J 10 x–Q J 9 x	Q	Q	Q	Q
Q 10 9 x	x	10	10	10
Q 10 x x–Q x x x	x	x	x	x
J 10 9 x–J 10 8 x	J	J	J	J
J 10 x x–J x x x	x	x	x	x
10 9 8 x–10 x x x–x x x x	x	x	x	x

Opening Leads Against a No Trump Bid; Partner Having Bid a Suit

Holding four or more cards of partner's suit: Open fourth-best card of suit—except when holding two or more honors in sequence, in which case open the top card.

Holding three cards headed by the Ace, King, Queen or Jack: Open the low card—except when holding two or more honors in sequence, in which case open the top card.

> The opening of a low card of partner's suit against a No Trump declaration shows either four or more cards of suit, or three headed by an honor as good as the Jack.

Holding three cards headed by the 10 *or lower:* Open top card.

Holding two cards headed by an honor: Open top card.

Holding two small cards: Open top card—unless to open own suit offers as good or a better defense.

Holding a singleton: Open own best suit, as a rule, unless partner has re-bid his suit, or, in expectation of his suit being opened, has doubled the No Trump.

> If partner has bid two suits, leader should, as a rule, open the suit first bid by partner unless holding greater length or strength in the suit subsequently bid.

Opening Leads Against a Suit Trump With No Indication from Partner

Honor Openings

The lead of an honor against a suit declaration shows a touching honor.

A King lead shows the Ace or Queen of suit, possibly both.

If the Ace–King is held, the King is led, followed by the Ace; if the Ace–King–Queen, the King is led, followed by the Queen, and then the Ace.

The lead of an Ace, if followed by the King, shows the *Ace and King only* of suit.

The lead of an Ace followed by a small card may or may not show more cards of that suit.

The number of cards of that suit exposed in Dummy together with those held in own hand, should enable the Declarer or the partner of leader to determine whether this lead is from a suit of but two cards or of several. Thus the lead of an Ace against a suit declaration is not a demand for partner's best card of suit.

The lead of a Queen shows the Jack and possibly, but not necessarily, the ten.

As an honor opening against a suit declaration may be made from a short suit, such opening gives no indication of length of suit held unless previously bid by leader.

High honor combinations (such as Ace–Queen, or King–Jack) or high honors (such as the Ace or King) should neither be led, nor underled, when avoidable, against a suit trump.

The exception to this rule is where the leader holds four or more cards of the trump suit. In this situation the leader should open his long suit even though headed by Ace–Queen or King–Jack; the Ace being led from the first combination, and the fourth best card from the second.

The opening of a singleton honor (such as a lone King or Queen) is rarely advisable.

Low Card Openings

The opening of a low card against a suit declaration indicates usually either four or more cards of suit; or three to an honor as good as the Jack or Queen, possibly the Ace.

A King should not be underled, if avoidable, against a suit trump, except when held in leader's long suit and leader holds four or more trumps.

Queens and Jacks may be underled, as such honors are of doubtful trick value against a suit declaration.

While an Ace with but two small cards of a suit may be safely underled upon occasion, this margin of safety does not extend to its underlead if accompanied by more than two cards of suit.

As the underlead of a high honor (such as the Ace or King) or the underlead of a high honor combination (such as the King–Jack) is rarely advisable, the lead of a small card usually indicates a suit wherein the leader holds no high card trick values that will be jeopardized by the underlead.

The lead of a worthless singleton is at times the best opening from a hand, always assuming

the leader does not hold four or more trumps. To be read by partner as a singleton it should be led at once. Also to insure against the lead being disastrous, the leader should hold a sure stopper in the trump suit, although such stopper is not mandatory.

In the following table of opening leads against a suit declaration, the leads are arranged in order of preference, although understood that this preference is in the abstract. Inferences to be drawn from the bidding may indicate that another opening is preferable to that indicated in the table. This is particularly true of the leads given in the latter half of the table. Since these are for the most part the least desirable openings, their rank merely indicates, *in the abstract,* the lesser of evils.

OPENING LEADS AGAINST A SUIT DECLARATION

Partner Having Bid No Suit

The following leads are arranged in their order of preference. Where several combinations appear on one line, the order of preference is from left to right. The correct card of suit to open is underlined:

1. A K Q–A K J–A K x or more.
2. A K only.
3. K Q J–K Q 10 x or more.
4. K Q 10 only.
5. Q J 10 x–J 10 9 x or more.
6. K Q x x or more.
7. K Q x–K Q only.
8. Q J 9 x–J 10 8 x or more.
9. Q J x x x–J 10 x x x or more.
10. Q J x x–J 10 x x only.
11. Q J 10–Q J x only.
12. Q 10 9 x–Q 10 x x–Q x x x or more.
13. J x x x–10 9 8 x–x x x x or more.
14. J 10 9–J 10 x–J x x only.
15. Q 10 9–Q 10 x–Q x x only.
16. 10 9 x only.
17. Q J–J 10–10 x–x x only.
18. 10 x x–x x x only.
19. J x–Q x–A x only.
20. A x x only.
21. A x x x or more.
22. K J 10 x–K 10 9 x–K x x x or more.
23. K J 10–K J x–K x x–K x only.
24. A Q J x–A J 10 x–A Q 10 x–A Q x x–A J x x or more.
25. A Q J–A J 10–A Q 10–A Q x–A J x only.

OPENING LEADS AGAINST A SUIT DECLARATION

Partner Having Bid a Suit

Holding four or more cards of partner's suit: Open fourth-best card of suit—unless holding two or more honors in sequence, or the Ace, in which case open top card.

> While the Ace of partner's suit may be underled against a No Trump declaration, it should not be underled against a suit trump.

Holding three or less cards: Open top card.

Partner Having Bid Two Suits

Open the suit first bid by partner—unless holding:

(a) A singleton in the suit subsequently bid and three or less trumps, but not if holding four or more trumps.
(b) Or, a doubleton in the suit subsequently bid and three (or two) trumps headed by the Ace, King or Queen.
(c) Or, greater length in suit subsequently bid and four or more trumps.

In all of which cases, open the suit subsequently bid.

Chapter XXII

THE RULE OF THE FOURTH-BEST

The lead of a fourth-best card shows three higher cards of suit in the hand of the leader.

If leader holds more than four cards, such additional cards must be lower than the card led.

The Declarer therefore should look in his own hand and in Dummy, as well as at the card played to the first trick by partner of leader, for all cards lower than the one led.

In this way, he can fix the length of leader's suit within certain limits; and can fix it absolutely as of but four cards, if all of the lower cards are in sight.

If the precise length is indeterminate on the first trick, he should watch the subsequent tricks for the fall of the low cards, which will finally fix the length of the leader's suit.

THE RULE OF ELEVEN

Deduct from eleven the size of the fourth-best card led. The result shows the number of cards of suit higher than the one led outside of the hand of the leader.

The basis of this rule is simple. Of the thirteen cards of a suit, the two is the lowest denomination. If the two is led as the fourth-best card, the leader must necessarily have three higher in that suit, and the three other players, nine—a number quickly obtainable by deducting two from eleven.

Thus, whatever may be the size of the fourth-best card led, its size deducted from eleven will give the exact number of cards, higher than the one led, held by the three players. As the Declarer can see his own hand and Dummy, he is in a position to know exactly how many, if any, of such higher cards are held by partner of leader.

Chapter XXIII

THE FINESSE

The finesse is an attempt by the Declarer to win a trick with a card lower than an unlocated card of the same suit held by one of the opponents. (Definition by Capt. Cecil Moore.)

The following two example hands illustrate the more important phases of the finesse;

EXAMPLE 1

Dummy

♠ 8 5 2 ♥ A Q 10 ♦ A Q 10 ♣ A J 10 3

Declarer

♠ A K J 7 3 ♥ 6 4 ♦ 7 5 3 ♣ 7 6 2

Spade Suit: With a five-card suit headed by the Ace–King–Jack in one hand and three small in the other, the King (or Ace) of suit should be played first in order to determine (by the cards played to the trick by the adversaries) whether

the chances are more in favor of dropping the outstanding Queen by playing the Ace or by entering the other hand to lead a small card in order to finesse the Jack.

Heart Suit: With Ace–Queen or Ace–Queen–Ten in one hand and but two small cards of suit in the other, a single finesse should be taken: that is, a small card should be led to the Ace–Queen in order to finesse the Queen.

Diamond Suit: With Ace–Queen–Ten in one hand and more than two small cards of suit in the other, the double finesse should be taken: that is, the ten should be finessed on the first round and the Queen on the second.

Club Suit: With Ace–Jack–Ten in one hand and more than two small cards of suit in the other, a double finesse should be taken: that is, the 10 on the first round and the Jack on the second.

EXAMPLE 2

Dummy

♠ A 5 3 ♥ A 7 4 2 ♦ A 7 6 ♣ 8 5 2

Declarer

♠ Q J 10 7 2 ♥ Q J 3 ♦ Q 5 4 ♣ K 7

Spade Suit: With Queen–Jack–Ten in one hand and Ace and two small in the other, the Queen should be led, and if not covered by the King, should be finessed or let run. Should the Queen hold the trick, the Jack should be similarly played.

Heart Suit: With Queen–Jack–small of a suit in one hand and the Ace and two small cards in the other, the Queen may be led and finessed, if not covered by the King; or *to better assure the making of three tricks in suit,* a small card should be led from the Ace hand towards the Queen–Jack. Whichever way the finesse is taken, a trick in the suit must be lost.

Diamond Suit: With Queen and one or more small cards in one hand and the Ace and two or more small in the other, a small card should be led from the Ace hand, trusting to find the King of the suit in the hand of the adversary on the left of leader, as this is the only way in which two tricks can be made in suit.

Club Suit: With King and one or more small cards of suit in one hand and small cards of suit in the other, a small card should be led towards the King, trusting to find the Ace with the adversary on the left of the leading hand.

Chapter XXIV

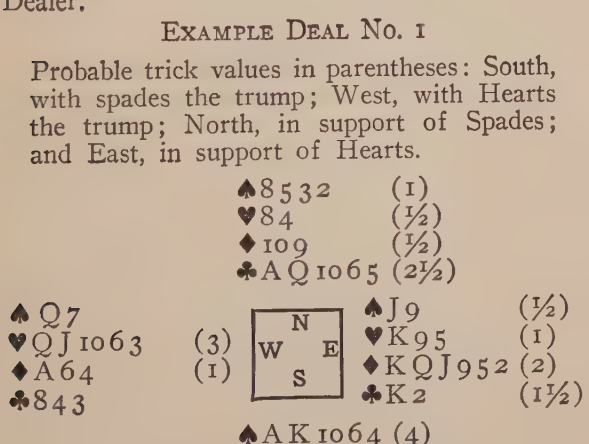
EXAMPLE DEALS

The following Example Deals will serve to illustrate the practical working of the system of valuation and bidding heretofore outlined.

In the examples given, South is always the Dealer.

Example Deal No. 1

Probable trick values in parentheses: South, with spades the trump; West, with Hearts the trump; North, in support of Spades; and East, in support of Hearts.



The Bidding

	1st Round	*2nd Round*	*3rd Round*
South	One Spade	Three Spades	Pass
West	Two Hearts	Pass	Pass
North	Two Spades	Pass	Pass
East	Three Hearts	Four Hearts	

In respect to the valuation and the bidding of the four hands above given, the following points should be noted:

South's Hand

First Round of Bidding: South's hand contains 3 Quick Tricks, the Ace–King of Spades and the Ace of Hearts; and, in all (inclusive of Quick Tricks) 5 probable tricks if played with Spades the trump. Thus, South holds 1 Quick Trick and (in all) 1 probable trick more than the required minimum of 2 Quick (in all) 4 probable tricks for an *original* bid of one by Dealer, or by Second Hand.

The probability of 4 tricks accorded the Spade suit assumes that partner will hold three small cards of suit, and the outstanding five cards will be split 3—2 between the opponents.

Second Round: Following North's assist of Spades, South, holding 5 probable tricks, one more than the 4 required for and shown by his previous bid, re-bids his Spades.

West's Hand

First Round: West's hand contains 1½ Quick Tricks, the Ace of Diamonds and the Queen–Jack–Ten of Hearts, and (in all) 4 probable tricks with Hearts the trump: the required Quick and probable trick minimum for a *defensive* bid of one—or of two, if forced to bid two to overcall the previous bid.

Second Round: With no more than the minimum for his first bid, West passes.

North's Hand

First and Second Rounds: North's hand contains 4½ probable tricks in support of Spades, a ½ probable trick more than the required minimum of 4 probable tricks for a first round assist of an original one bid by Dealer or by Second Hand.

The value of one probable trick is accorded "trump length" in excess of three small cards, on the basis that such length should normally produce an extra trick in the trump suit.

A half probable trick *each* is accorded North's "ability to ruff" the third round of both Hearts and Diamonds, on the basis that South should normally be able to utilize one of the small trumps in North's hand to trump the third round of one or the other suit.

Two and a half probable tricks is accorded the Ace–Queen of Clubs, on the basis that the *probable* trick value of high cards in the assisting hand is *as a rule* double their Quick Trick value. Only first and second high card tricks in side suits, however, are so valued.

East's Hand

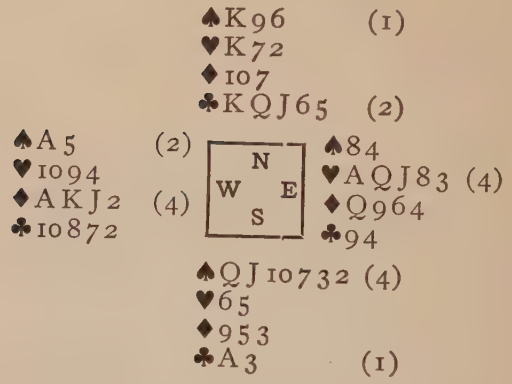
First Round: East's hand contains 5 probable tricks in support of Hearts, a whole probable trick more than required for a first round assist of a defensive (or original) bid of one; and just the number required for an assist (to three) of a forced bid of two—assuming partner to hold

no more than the 4 probable tricks required for —and shown by—his defensive bid of one or two.

Second Round: East's second assist (to four) was an overbid of one trick, and was justifiable on the basis that, if but three Hearts can be made and opponents can make three Spades, the net result of playing the hand at four Hearts should show a profit. In the example deal given, North and South can make three Spades and score 57 points, 27 for trick points, and 30 for honors. East and West can make but three Hearts, losing 50 points in penalties *less* 40 points for honors. Thus, the net result of playing the hand at four Hearts undoubled is a profit of 47 points for East and West. Had North or South doubled, the net result would have been a 3-point loss for East and West.

Example Deal No. 2

Probable trick values in parentheses: South, with Spades the trump; West, in support of Hearts; North, in support of Spades; and East, with Hearts the trump.



The Bidding

	1st Round	*2nd Round*	*3rd Round*
South	Pass	Two Spades	Pass
West	One Diamond	Three Hearts	——
North	Two Clubs	Pass	——
East	Two Hearts	Pass	——

South's Hand

First Round of Bidding: South's hand contains 1½ Quick Tricks and in all 5 probable tricks with Spades the trump. As the hand lacks the minimum of 2 Quick Tricks required for an original

bid, South passes, intending to bid his Spades on the second round if then found expedient.

Second Round: South bids his Spades on the second round of bidding to show that, while lacking the Quick Trick strength required for an original bid, he holds the required probable trick strength for a secondary bid.

West's Hand

First Round: West's hand contains 3¼ Quick Tricks and in all 3½++ probable tricks with Diamonds the trump.

♠A 5 (1) ♥10 9 4 ♦A K J 2 (2½+) ♣10 8 7 2 (+)

Second Round: With 6 probable tricks in support of Hearts (the double value of the A–K of Diamonds and the Ace of Spades), and assuming East to hold 4 probable tricks, West can carry East's Heart bid to four odd, if necessary, losing one Spade and two Club tricks.

North's Hand

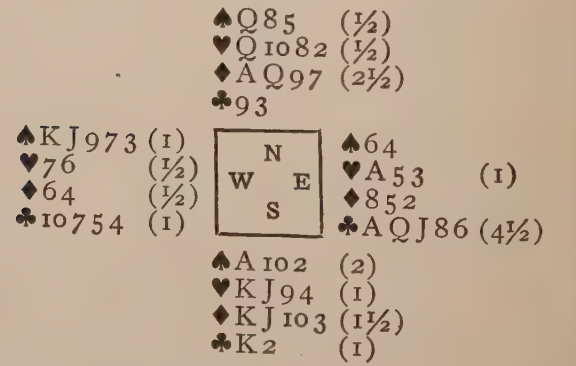
First Round: North's hand contains 2½ Quick Tricks—one Quick Trick more than required for

a defensive bid—and (in all) 5 probable tricks with Clubs the trump.

Second Round: With but three probable tricks in support of Spades—Heart-King not counted because of East's Heart bid—North lacks the required minimum of 4 probable tricks for an immediate assist. North and South can make but two odd in Spades, losing one Spade, two Hearts, and two Diamond tricks.

Example Deal No. 3

Probable trick values in parentheses: South, at No Trump; West, in support of Clubs; North, in support of No Trump; and East, with Clubs the trump.



The Bidding

	1st Round	*2nd Round*	*3rd Round*
South	One No Trump	Double	Pass
West	Pass	Pass	Pass
North	Pass	Two Hearts	——
East	Two Clubs	Pass	——

South's Hand

First Round of Bidding: South's hand contains 2¾ Quick Tricks, and in all 5½ probable tricks if played at No Trump, assuming necessarily, partner (North) to hold the "average expectancy" of high card support, 1½ Quick Tricks, lacking which the probable trick value accorded South's hand will fail to materialize.

It will be observed that the probable trick value of South's hand, one that contains no suit longer than four cards, is obtained by doubling its Quick Trick value.

Had one of the suits in South's hand been of five cards, its probable trick value either at No Trump or with long suit the trump would be determined by according the two long cards of the five-card suit the probable trick value of two

tricks, and the high cards their single probable trick value. For example:

♠A 10 2 (1) ♥K J 9 (½) ♦K J 10 3 2 (3½)
♣K 2 (½)

The total, however, would be the same: 5½ probable tricks.

Another, and usually the best, way to determine the probable trick value of South's hand, is by reference to the Table of Probable Trick Values on page 58. According to this table the probable trick value of South's hand would be

♠A 10 2 (1+) ♥K J 9 4 (1++) ♦K J 10 3 (2++)
♣K 2 (½)

Counting a plus value worth on the average of ⅕ trick and, thus, five plus values in hand the average worth of one probable trick, South's hand would again total 5½ probable tricks.

Second Round: Following a pass by West and North, and a two Club bid by East, South, with but one stopper in the suit adversely bid, doubles informatorily to obtain his partner's best bid. While many players, *after* having bid a No Trump, use the double of an adverse overcall as a business double, the writer still insists that the

double can be employed to greater advantage in this situation in its informatory sense.

Played at No Trump with a Club opening, North and South can make but two odd; whereas played at their best suit bid, they can make four odd. Played at two Clubs doubled—assuming South to double positively two Clubs—East and West can make their contract.

West's Hand

First Round: West is too weak to make any bid without first hearing from partner. *Second Round:* West's probable trick valuation in support of Clubs is insufficient to assist East.

North's Hand

First Round: North, holding 1¾ Quick Tricks, a ¼ Quick Trick *better than average* high card support for South's No Trump, correctly passes.

Second Round: North correctly bids his Heart suit in response to South's informatory double instead of his stronger Diamond suit. The fact that four odd can be made with either suit the trump, but that four odd is game in Hearts and

not game in Diamonds illustrates the soundness of the Major response in preference to the Minor.

East's Hand

First Round: East's hand contains 3 Quick Tricks and (in all) 5½ probable tricks with Clubs the trump, a holding in excess of the minimum requirement for a defensive "lead directing" bid.

The value of such bid is shown by the fact, if *not* made, and West opens his fourth best Spade, South will make four odd at No Trumps. The fact that North and South, driven out of a game at No Trump by East's Club bid, can still go game at a suit bid, is merely an unfortunate outcome of what would usually be a game saving bid.

Second Round: East, holding no sound rebid, passes. To go on with Clubs in the face of a pass by partner would be either of no avail, or courting a severe penalty.

Chapter XXV

CONTRACT AUCTION BRIDGE

Contract Auction Bridge differs from straight Auction Bridge in the following essential features:

First: Only the number of tricks actually bid may be scored in trick score. All overtricks made are scored in the honor score at the values given in the accompanying "Contract Scoring."

Second: Slams made but not bid carry no bonus value. To score for a Slam, it must be both bid and made.

Third: When a side has won a game it is said to be "Vulnerable." When both sides have won a game, both sides are "Vulnerable."

Fourth: The penalty and bonus points in Contract are for the most part considerably in excess of those in straight Auction. Also, such points are in most instances doubled when a side is "Vulnerable."

CONTRACT BRIDGE SCORING

(The Whist Club, announced Sept. 15th, 1927)

Trick Values

Of the tricks made, only those contracted for are scored in the contract score; all extra tricks are scored in the honor score.

Each Contract Trick (Contract Score) Whether Declarer is † Vulnerable or † Not Vulnerable			
Contact	Undoubled	Doubled	Redoubled
N. T.	35	70	140
♠ or ♥	30	60	120
♦ or ♣	20	40	80

Each Extra Trick (Honor Score)		
	If Declarer is	
Any Bid	Not Vulnerable	Vulnerable
Undoubled	50	50
Doubled	100	200
Redoubled	200	400

Game is won by one hundred (100) or more points in the contract score.

Premiums for Making Contract and for Slams Bid and Made

SCORED IN HONOR SCORE	If Declarer is	
	Not Vulnerable	Vulnerable
Making Contract, if Undoubled	0	0
Making Contract, if Doubled	50	100
Making Contract, if Redoubled	100	200
Making Little Slam Bid	500	750
Making Grand Slam Bid	1000	1500

There is no premium for unbid Slams made. Slam premiums are additional to all other premiums. Doubling and redoubling do not alter Slam premiums.

Premium for Honors Held (Honor Score)

At a trump declaration, four honors in one hand	100
At a trump delaration, five honors in one hand	150
At No Trump, four Aces in one hand . . .	150
All other honor holdings	0

Doubling and redoubling do not affect honor values.

Premium for Final Game of Rubber (Honor Score)

A rubber is won when one side wins two games.

If a two-game rubber	700
If a three-game rubber	500

There is no premium for any game other than the final game of a rubber. Doubling and redoubling do not alter the final game premium.

Penalties for Undertricks

When Declarer has failed to make the number of tricks bid.

Scored in the adversaries' honor score.

	NOT VULNERABLE				VULNERABLE		
	Undoubled	Doubled	Redoubled	Undoubled	Doubled	Redoubled
1 Down	50	100	200	100	200	400
2 "	100	200	400	300	600	1200
3 "	150	400	800	500	1000	2000
4 "	200	600	1200	700	1400	2800
5 "	250	1000	2000	900	1800	3600
6 "	300	1400	2800	1100	2200	4400
7 "	350	1800	3600	1300	2600	5200

Penalty for Revoke

For first revoke . . . Forfeiture of two tricks
For each subsequent revoke (Honor Score) . 100

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† Vulnerable Feature

After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

Chapter XXVI

SYNOPSIS OF THE MORE IMPORTANT LAWS

If, before a bid is made, a player **Pass Out of Turn,** and attention is called thereto before the next player passes or bids, **Penalty:** The offending player may not bid or double until the first bid has been overbid or doubled.

If, after a bid has been made, a player **Pass Out of Turn,** and attention is called thereto before the next player passes, overbids, or doubles, **Penalty:** The offending player may not bid or double until the bid he passed has been overbid or doubled.

If a player **Bid, Double, or Redouble Out of Turn,** and attention is called thereto before the next player passes, bids, doubles or redoubles, **Penalty:** The partner of offending player must thereafter pass.

If a player **Pass, Bid, Double, or Redouble Out of Turn,** and the next player passes, bids, doubles, or redoubles before attention is called to the offense: there is **No Penalty,** and the bidding proceeds as though the irregular pass, bid, double or redouble was made in regular order.

If a player makes an **Insufficient Bid,** and attention is called thereto before the next player passes, overbids or doubles, **Penalty:** The insufficient bid must be made sufficient (in the same or in any other declaration) and partner of offending player must thereafter pass.

If a player makes an **Insufficient Bid,** and makes it sufficient in the same declaration before attention is called to its insufficiency: there is **No Penalty.**

If a player makes an **Insufficient Bid,** and the next player passes, overbids, or doubles before attention is called to its insufficiency: there is **No Penalty** and the bid stands as sufficient.

If a player (other than dummy) **Renounce,** that is, fails to follow suit when holding card or cards of suit led, and he corrects his renounce before either he or his partner leads or plays to the next trick, **Penalty:** The offending player, **if an Adversary of Declarer,** may be re-

quired to play his highest or lowest card of suit led, or Declarer may treat card played in error as **"exposed." If Declarer is the offender,** either adversary may require Declarer to play his highest or lowest card of suit—**Provided** the adversary on Declarer's left has played to trick before renounce is corrected—**not** otherwise. (Declarer's cards are never **"exposed"** within the legal meaning of this term.)

If a player (other than dummy) **Revoke,** that is, fails to correct his renounce before either he or his partner leads or plays to the next trick, **Penalty:** The non-revoking side may take from the revoking side, **For First Revoke,** two tricks, and **For Each Subsequent Revoke,** one trick, and score the value (if any) of the tricks so taken, as though won in play. They may enable Declarer, if an adversary revoke, to make contract or game; or, they may enable adversaries, if Declarer revoke, to defeat the contract; or they may enable either side to score a slam.

Chapter XXVII

SUMMARY OF PENALTY AND BONUS POINTS

	Points In Honor Score
The Side First Winning Two Games scores as bonus	**250**
The Side Scoring the Greater Number of Aggregate Points technically wins the rubber, but is not entitled to any bonus points for so doing.	
If Agreed that Play Shall Terminate at a Specified Time, and at the expiration of agreed time, the rubber is unfinished: The score is made up as it stands, and the side (or sides) winning a game, if any, scores as bonus.....	**125**
If Declarer Fulfil a Doubled or Redoubled Contract, he scores, in trick score, the doubled or redoubled value of	

all odd tricks made; and, in honor score, as follows:

(a) **If Doubled:** For making contract	**50**
For each trick over contract...	**50**
(b) **If Redoubled:** For making contract	**100**
For each trick over contract...	**100**

If Declarer Fail to Fulfil Contract, opponents score for each trick that the contract fails:

(a) **If Undoubled,** per trick	**50**
(b) **If Doubled,** " "	**100**
(c) **If Redoubled,** " "	**200**

Suit Honors are Ace, King, Queen, Jack and Ten of trump suit, and are scored by the side holding

Three in one or in two hands.....	**30**
Four in two hands.....	**40**
Five in two hands	**50**
Four in one hand	**80**
Four in one hand and fifth in partner's..	**90**
Five in one hand	**100**

No Trump Honors are the four Aces and are scored by the side holding

Three Aces in one or two hands	**30**

Four Aces in two hands 40
Four Aces in one hand 100

If Either Side Win Twelve Tricks, such side scores in honor score for a **Small Slam** 50

If Either Side Win Thirteen Tricks, such side scores in honor score for a **Grand Slam** 100

If Declarer Contracts to Win Thirteen Tricks and Wins But Twelve he counts in honor score for **Small Slam** 50

If During the Deal, Any Player (Other Than Dealer) Causes a Card to be Exposed, thus necessitating a new deal, the opposing side may count in honor score 50

If a Player Double His Partner's Bid, or Redouble His Partner's Double, the illegal double or redouble is void and the opposing side may count in honor score 50

If a Player Double or Redouble a Redouble, the illegal redouble is void and the opposing side may either demand a new deal, or count in honor score... 100